

BACK TO THE FUTURE III

III PART



SEGA™



image
WORKS®

LOADING INSTRUCTIONS

STARTING UP:

1. Make sure the power switch is OFF.
2. Insert the game cartridge in the Console as described in your SEGA SYSTEM manual.
3. Turn the power switch ON. If nothing appears on the screen, turn the power switch OFF, remove the cartridge, and try again.
4. At the title screen, to start the game, press Button 1 or Button 2.

IMPORTANT:

Always make sure that the Console is turned OFF when Inserting or removing your Mega Cartridge.

HANDLING THE MEGA CARTRIDGE

The MEGA CARTRIDGE is intended exclusively for the SEGA MASTER SYSTEM.

FOR PROPER USAGE

1. Do not get wet!
2. Do not bend!
3. Do not subject to any violent impact!
4. Do not expose to direct sunlight!
5. Do not damage or disfigure!
6. Do not place near any high temperature source!
7. Do not expose to thinners, benzine, etc!

- Be especially careful not to stick anything on the MEGA CARTRIDGE!
- When wet, completely dry before using.
- When it becomes dirty, carefully wipe it with a soft cloth dipped in soapy water.
- After use, put it in its case.

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Back to the Future part III

Designed and programmed by Probe Software Ltd.

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WARNING: For owners of projection televisions. Still pictures or images may cause permanent picture tube damage or mark phosphor or the CRT. Avoid repeated or extended use of video games on large screen projection televisions.

THE STORY SO FAR...

Marty's in big trouble. Having returned to 1955 to try and stop the evil Biff from changing the future for his own benefit with the aid of a stolen sports almanac, he and Doc Brown have managed to do just that. But when the flying DeLorean - with Doc inside - is hit by lightning and disappears, Marty is left stranded in 1955! His troubles are far from over.

Second after the Doc's disappearance, Marty receives a letter from him - dated 1885! After being catapulted back to the old West by the lightning bolt, Doc has decided to settle down there as a blacksmith, explaining that he's quite happy there and wants no help from Marty. Also included in the letter are specific instructions on how to find the DeLorean (which Doc has hidden in a disused mineshaft) and use it to get Marty back to 1985. But when Marty returns to the mineshaft to recover the DeLorean, he discovers, in the nearby graveyard, a headstone with Doc's name on it - dated just a few days after his letter to Marty! Realising he has to save the Doc before he is killed, Marty uses the DeLorean to travel back to 1885...

OVER TO YOU...

Now it's up to you, in the roles of both Marty and Doc Brown to save the day and return everyone safely to their own time. It's not going to be easy, thanks to the appearance of Buford "Mad Dog" Tannen, the first in the long line of the evil Tannens of Hill Valley! He's been gunning for Doc since he arrived - and now he's gunning for you too.

BACK TO THE FUTURE PART III is split into four sections, which you play one after the other. Each section represents a famous scene from the movie - so if you've seen the film, so much the better. The sections get progressively harder, with the final section, in which you must get to 1985 once and for all, the toughest of the lot. But don't worry - we'll give you some help along the way. **You may pause the game during any of the sections by pressing the 'H' key, and pressing it again to continue.**

Level 1

THE BUCKBOARD CHASE

SCENARIO

Just after meeting up with each other back in 1885, Marty and Doc are planning how to get back to 1985 - when they hear somebody scream. It's Clara, Hill Valley's new schoolteacher, on a runaway buckboard (which is, by the way, sort of a horse-pulled cart) headed straight over the ravine! Acting quickly, Doc leaps on his horse and gives chase.

GAMEPLAY

The object of this first game is to reach Clara before the buckboard reaches the edge of the ravine. You're Doc, on the horse, and you start out just behind Clara on the

buckboard. A window below the main screen shows how close you and Clara are to the ravine. You don't have any direct control over the horse, as it gallops automatically. However, you can control Doc's actions. If you catch up with Clara before she reaches the edge of the ravine, you've won and it's onto the next level.

The task is made more difficult by obstacles that crop up along the way and threaten to stop Doc from saving Clara. Objects, such as Indian tomahawks and pieces of luggage that have fallen from the back of the buckboard, come flying at the Doc, and they must either be ducked under or jumped over; you'll learn which movement is appropriate, depending on the height of the object.

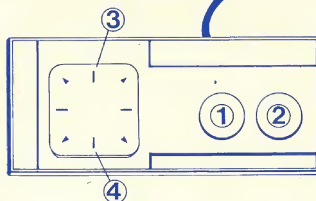
Some objects can be picked up - anything that doesn't bounce, like a hat or piece of clothing can be collected by Doc by pushing diagonally down and right on the joypad. You get bonus points for every item collected.

There are also other objects floating in your path either GREEN or BLUE. These will either help or hinder you as follows.

Green ANK - Will lose a life
Green B - Will lose bonus points
Green Cannon - Will speed buckboard up

Blue ANK - Will give you an extra life
Blue B - Will give you bonus points
Blue Cannon - Will speed horse up

LEVEL ONE CONTROLS



- (1) Button 1 - Fire
- (2) Button 2 - Jump
- (3) Joypad up - Grab object
- (4) Joypad down - Duck

To make things more difficult, the Indians have decided to interfere. They chase after Doc on horseback, trying to knock him off his horse. Fortunately you've got a gun to defend yourself with, and you can shoot both in front of you and behind.

Every time Doc falls off his horse, time is lost and Clara gets closer to the ravine. If you fall off too many times, the buckboard goes over the ravine and the game is over.

Level 2

PIE THROWING

SCENARIO

While at the Clock Tower opening ceremony, who should turn up but the evil Buford "Mad Dog" Tannen and his gang of cronies - and they're just looking for trouble.

But when they start picking on Doc, they didn't count on meeting Marty. He may not have a gun, but he's a mean-frisbee - thrower, and armed with a pile of empty pie-trays from the pie stall, Marty gives Buford and the gang a run for their money!

GAMEPLAY

Buford's gang have hidden in the buildings around the Hill Valley square, leaving you out in the open with nothing but a pile of pie-trays to defend yourself with. The bad guys appear from doorways, windows and on the saloon roof and shoot at you. You've managed to grab an old oven door, which you're using as a primitive bullet-proof vest, but it can only protect you for a certain number of shots - if it gets hit too many times, it breaks open, revealing Marty's heart. The next hit is fatal.

You get your pies - in stacks of ten - from the table in the bottom-right corner of the screen. There is an infinite supply of pies, and Marty can replenish his supply at any time. To throw them, just position yourself (Marty can only move left or right) and hit fire - you can throw the trays as fast as you like. Getting positioned exactly right so you can hit your targets isn't easy, but it soon comes with practice. The trick is getting there fast enough so you can hit one of Buford's gang before they disappear again.

However, hitting a bad guy once isn't good enough. It'll get rid of him for a little, but he'll soon be back. You must hit a bad guy three times to get rid of him for good, and when he's gone he's crossed off the Bad-O-Meter at the top of the screen. When all six bad guys have been defeated, Buford

himself appears and must be defeated. Get rid of Buford, and it's on to the final section.

HINT

You can "bend" pies in the air by swerving them. Touch the Joypad in the direction you wish to swerve immediately after throwing the pie. Useful for getting into tight corners!

Level 3

THE TRAIN

SCENARIO

Marty and Doc have finally come up with a plan to get back to 1985 - but the only way they can get the DeLorean up to 88mph is to push it in front of a locomotive! So they decide to steal one...

GAMEPLAY

You play Marty, and you start the game standing on top of the moving locomotive's last carriage. You've got to make your way along the carriages, collecting Doc's special speed logs along the way to push the train up to 88mph, and finally get to the DeLorean at the front of the train before time runs out.

As you walk along the train, members of Buford's gang

and the train engineers (who don't want you to steal their train) appear and confront you. Fortunately, Marty's still got some pie trays left that he can throw to knock the bad guys off the train. If they get too close, Marty can either punch them out or duck down and crawl under their legs. You must also jump to get over the gaps from carriage to carriage. Be careful of static obstacles as the train speeds past. Mailhooks, water towers and signals can all knock Marty off the train, so you need to duck or jump to avoid them. If you get knocked off, you're brought back on screen by your hoverboard, and you can climb back up on one of the carriage ladders to carry on.

Along the way, you **must** pick up the **seven** coloured speed logs that the careless Doc has dropped along the top of the train or near steps of ladders. Each log increases the engine's speed by 11mph, with the final one pushing it up to 88mph.

When you finally make it to the engine at the front of the train, there's one last obstacle to overcome before you can return to 1985. The locomotive's boiler has been pushed too far by the special speed logs, and it's spraying out puffs and jets of steam. The puffs are harmless, but the jets can knock Marty off. You need to edge your way up the engine carefully, avoiding the jets, and jump down to the DeLorean at the front of the train. If you manage that, it's back to 1985.

But is it the end?

HINT

Every time you pick up a speed log, the train bumps as it picks up speed. Be careful you don't get knocked off when this happens, and look out for the smoke and cinders that can confuse Marty and cause him to fall off. There are objects to pick up which will increase your points and the number of times you can get hit by Buford's men before falling off.

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